

CRYPT GRUB SANITY EFFECT TABLE

2D6 Result	Sanity Effect
19 or higher	The model is removed from play.
17 - 18	The model suffers the Paralysed condition.
15 - 16	The model must make a RAN attack at the nearest enemy model within range as its first action this turn. If the model is unable to target an enemy or friendly model then it may activate as normal.
13 - 14	The model must charge the nearest enemy model if it is unengaged. If unable, the model must charge the nearest friendly model. If the model is unable to charge an enemy or friendly model then it may activate as normal.
8 - 12	Lose one mutation of your choice from this model.
7 or lower	The model acts as normal and gains the Vigour condition this turn. If there is no friendly Crypt Guardian in play then this model is replaced by the Crypt Guardian model with its associated statistics. Any existing WND or SAN suffered as well as any conditions are transferred to the new Crypt Guardian.